

SARGON III COMPUTER CHESS

**By
Dan and Kathe Spracklen**

Atari Version by Lynn and Alex Ford

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30040-00

The following changes to the SARGON III documentation are necessary for Atari users:

HARDWARE REQUIREMENTS (PAGE 12)

To play SARGON III, you will need an Atari 600XL, 800, 800XL, 65XE or 135XE computer with at least 48K bytes of memory, one 810 or 1050 disk drive and a color monitor, monochrome monitor or TV. A joystick is optional for entering moves. You will need a compatible printer to use the printer options.

LOADING INSTRUCTIONS (PAGE 13)

Remove all cartridges from the computer and make sure that the system is turned **OFF**. Turn **ON** the disk drive and insert the SARGON III Atari program side of the disk with the SARGON III Atari label facing up. Hold down the Option key while turning **ON** the computer. (**NOTE:** If you are using an Atari 800, it is *not* necessary to hold down the **OPTION** key.) When SARGON III has finished loading and the color selection menu has appeared, remove the program disk and insert the SARGON III Atari opening book disk into the drive. After you have selected the screen colors for your game, press the **START** key to begin playing chess.

To switch from the chess board screen to the text screen, press the **ESC** key (located on the upper left-hand side of the Atari keyboard). You may switch back and forth between the text screen and the graphics screen at any time during the operation of the program. Please note that after certain commands, such as Take Back or Replay, it may be necessary to press the **ESC** key twice to switch from the chess board to the move list.

PLAYING CHESS WITH SARGON III (PAGE 14)

If you would like to use a joystick to play SARGON III, *plug your joystick into Port 1* of your Atari computer. When it is your turn and you are ready to move, push the button on the joystick. A flashing square will appear in the middle of the chess board. Move the flashing square to the piece you would like to move. Push the button again. Now move the flashing square to the square you would like to move the piece to and press the button again. The piece will flicker and move to its new position.

EXITING THE PROGRAM (PAGES 15 & 17)

If you answer "Y" to the "QUIT CHESS?" inquiry and the SARGON III Atari program disk is in the boot drive of your system, SARGON III will be rebooted. If you would like to boot another program, it is necessary to power down your system and restart with either the new application or standard Atari DOS.

REPLAY GAME (PAGE 22)

The **ESC** key switches back and forth between the move list on the text screen and the graphics screen.

SAVE GAME TO DISK (PAGE 23)

Entering CTRL-G allows you to store the current game in memory onto a floppy disk. Any normal DOS 2.0 formatted disk will be adequate for this purpose, provided there is space available and the disk is not write-protected. See your Atari DOS User Manual for instructions on formatting a blank disk. You may save as many as 64 games to this disk.

When CTRL-G is entered, the screen will be cleared and the following message will appear:

```
Save Game INSERT GAMES DISK
ENTER GAME NAME
D1: _
```

At this point, you may enter a game name, a directory request or a command to abort the save. A game name may be from 1 to 8 characters in length. Any letter or number may be used in the name, but the name must begin with a letter.

SARGON III initially assumes that you are using a single disk drive and displays "D1:". If you would like to save games to a second disk drive, use the Delete key to backspace over the "D1:" and type "D2:" in its place. You may specify as many as 4 disk drives by indicating the number in this manner.

After entering the name of the game to be saved, insert the disk on which you would like to store the game and press **RETURN**. After the save function has been completed, you will be prompted to reinsert the opening book disk if you are using a single-drive system. When the opening library disk is back in place, you will be returned to the game at the forward-most position that was reached.

A directory request will list all of the games saved to disk. Enter **DIR** followed by **RETURN**. A list of games stored on the disk in the drive you have indicated will appear. If the list of games is longer than a single screen, use the **RETURN** key to stop and restart scrolling.

It is also possible to abort the save and return to the current game. To do this, simply enter a **RETURN** without specifying a game name. You will be prompted to reinsert the opening book disk if necessary.

LOAD GAME FROM DISK (PAGE 24)

The Load command is invoked by entering a **CTRL-L**. The screen will be cleared and the following message will appear:

```
Load Game INSERT GAMES DISK  
ENTER GAME NAME  
D1: —
```

At this point, you may request a directory to review the contents of the disk by entering the drive letter and number followed by the **DIR** command, you may abort the load by hitting **RETURN** without specifying a game name or you may enter the name of a game followed by **RETURN**.

After entering the name of the game to be loaded, you will be prompted to reinsert the opening book disk if you are using a single-drive system. Failure to reinsert the opening book disk will cause the opening library to be cancelled, just as if you had entered **CTRL-Y** (see Feature 21, Cancel Opening Library).

Once the game is loaded, **SARGON** assumes that you want to replay the game, and thus the program automatically transfers you to Replay Mode (see Feature 13, Replay Game). If you would rather play from the final position, entering **CTRL-F** at this point will bring you to the last move of the stored game and exit Replay Mode.

ANALYSIS MODE (PAGE 25)

In Analysis Mode, the cursor can be moved left and right, up and down, by the following **CTRL** keys (located on the right side of the Atari keyboard):

KEY	CURSOR DIRECTION
CTRL (→)	Moves the cursor to the right
CTRL (←)	Moves the cursor to the left
CTRL (↑)	Moves the cursor up
CTRL (↓)	Moves the cursor down

In addition, the command **CTRL-C** must be used to change the default color of a piece (which is initially White). If the square is occupied, the piece on the square takes on the new default color.

CHANGE COLOR (PAGE 29)

SARGON III automatically boots to the color selection menu so that you can choose the screen colors for your game before you begin playing chess. However, if you would like to change screen colors after you have begun playing **SARGON III**, the following keys will cycle through the colors available on the Atari:

S	Changes the light squares
T	Changes the dark squares
U	Changes the light pieces
V	Changes the dark pieces
W	Changes the border color of the text screen
Y	Changes the text color of the text screen
Z	Changes the background color of the text screen

SECTION 3 GREAT GAMES (PAGE 31) and SECTION 4 CHESS PROBLEMS (PAGE 45)

To access the Great Games and Chess Problems, use the Load command. After entering CTRL-L, the screen will clear and the following message will appear:

```
LOAD GAME INSERT GAMES DISK
ENTER GAME NAME
D1: _
```

If you are using a single-drive system, remove the opening book disk and insert the Atari side of the Great Games and Chess Problems disk with the label facing you. If you are using a multiple-drive system, use the Delete key to backspace over the "D1:" and type "D2:" in its place. You may specify as many as 4 disk drives by indicating the number in this manner.

At this point, you can request a directory to review the contents of the Great Games and Chess Problems disk by entering the drive letter and number followed by the DIR command, you may abort the load by hitting RETURN without specifying a file name or you may enter a file name.

As you will notice, all of the Great Games file names have a number that corresponds to their description in the documentation and are listed in the following 4 character format:

G005 or G055 or G105

The Chess Problems also have numbers and abbreviations which correspond to their description in the documentation. They are listed on the disk in the following 4 character format:

OPN1 or TA05 or END2 or MT13 or ST09

Once the game has been loaded into memory, you will be prompted to reinsert the opening book disk if necessary.

If you are reviewing a Great Game, SARGON III assumes that you want to be in Replay Mode (see Feature 13, Replay Game). Use the RETURN key to see each move of the game. The command CTRL-N will cancel Replay Mode and begin a new game.

If you are reviewing a Chess Problem, SARGON III assumes that you want to review the answers to the chess problem and places you in Replay Mode. Use the RETURN key to see each move of the solution. Although the disk will only replay the primary solution to the problem, in many cases alternative solutions will be suggested in the textual descriptions in the documentation. If you decide that you would like to continue playing the game, you may cancel Replay Mode by entering the command CTRL-X. SARGON III will cancel Replay Mode and leave you in the current position.

Please note that the Atari version contains all the Checkmate Problems saved to disk.



600 Suffolk Street Lowell, MA 01854
1-800-343-1218 (in MA, call 617-937-0200)